



10/04/13

WONG

◊ *Master, Living*
GREMLIN

CACHE

4

DF	WP	WD	WK	CG	HT
5	5	12	5	6	1

Counterspell: Enemy **Ca** Actions which target this model lose all suits printed in the **Ca** for the duration of the Action.

Df (M) "Squeel!": After this model is damaged by an enemy **Mi** Attack Action, push this model 4" away from the Attacker.

Glowy: When this model is deployed, choose another model. The chosen model gains the following Condition for the rest of the game: "**Magical:** Damage dealt by this model ignores **Armor**, **Hard to Kill**, and **Incorporeal**."

Armor +1: Reduce all damage suffered by this model by 1, to a minimum of 1.

ATTACK ACTIONS

(1) Iron Fan of Tsu Li (MI 5 / Rst: Df / Rg: ♠ 2): Target suffers 2/3/7 damage. After damaging, flip a card which may not be cheated for every model within (X)3 of the target besides this model. Every model which flips a ♠ suffers 2 damage.

☞ *Poof!*: After resolving, place this model anywhere within 6".

(1) Lightning Jump (Ca 7 / TN: 12 / Rst: Df / Rg: ⚡10): Target suffers 1/3♣♣♣/4♣♣♣ damage. This model flips a card which may not be cheated for every model within (X)5 of the target. All models which flip a X suffer 2 damage.

⚡ *Fzzzzap!*: After succeeding, all models which flip a ⚡ suffer 2 damage as well.

⚡ *Lightning Storm*: After damaging, take this Action again against target model which suffered damage from the (X) generated by this Action.

ATTACK ACTIONS

(0) Traps? Set Them Somewhere... (Ca 7 / TN: 16 / Rg: (X)10): Flip a card, which may not be cheated, for every Scheme Marker in range. If a Marker flips a ⚡, all models within (X)2 of it suffer 2 damage and the Marker is discarded.

(0) BOOM! (Ca 7 / TN: 16 / Rg: (X)4): All models in range must pass a TN 16 Df duel or suffer 2 damage. This model may discard up to 3 Scheme Markers within 4" and LoS to increase the Rg of this Action by 2 for each Scheme Marker discarded.